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SONIC THE COMIC

NEW STORY

SONIC'S WORLD!

SHOCK'S AWAY!

SATURN REVIEW!

SLAM 'N' JAM!

SOCCER ZONE!

KICKIN' ARTWORK!

CRABMEAT BADNIK PIN-UP!

Q ZONE REVISITED SONIC 2!

PLUS

KNUCKLES!

TAILS!

FREE GIFT MISSING? ALERT YOUR NEWSAGENT NOW!

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17 SEPTEMBER 1996
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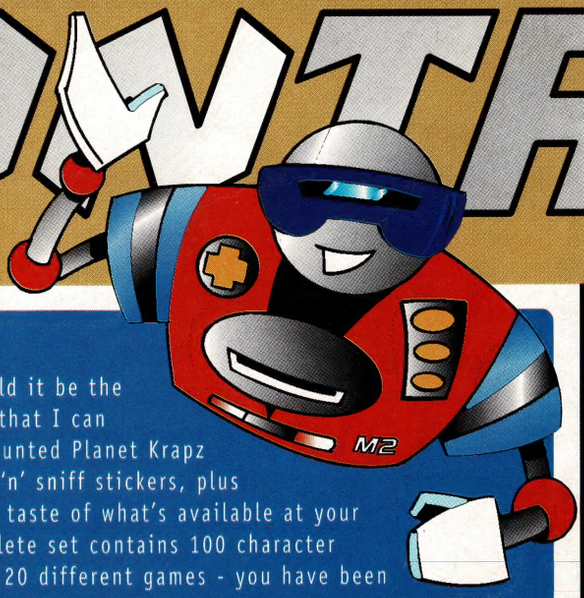
UK's OFFICIAL SEGA COMIC

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE



Hey, Boomers!

Hold on to your noses! Could it be the humes-who-think-they're-in-charge that I can smell? No, it's this issue's cover mounted Planet Krapz sample pack! Phew! The six scratch 'n' sniff stickers, plus playing card, are merely a tasteless taste of what's available at your local newsagents for 99p (the complete set contains 100 character cards, plus a dice for playing up to 20 different games - you have been warned!).

Moving on to the sweet smell of success... There's the start of a brand new Sonic's World story: Future Shock. Also, three stories reach their thrilling conclusions: Sonic's Heroes and Villains, Knuckles' Village of the Damned, and Tails' Trooper Trouble. However, don't fret as they'll all be back in brand new stories next issue.

Due to your repeated ear-bashings for more help with Sonic games, check out the first part of the Sonic 2 Q Zone. Also, on the ball this issue is the Kickin' Zone which ties in with the new football season. Plus, there's a Slam 'n' Jam review, *and* another Badnik Pin-up. Yes, those humes have caved in to more of your demands, so create a space on your walls for Crabmeat.

Have to dash Boomers, I'm off for a trip to Segaworld, but the only snag is I have to go along with the humes-who-think-they're-in-charge. Oh well, I'll just have to switch off my smellometer!

Megadroid

STICKER ROUND FOR STC 87...

FREE GIFT!

Get stuck in with next issue's set of fab stickers, featuring classic poses of Sonic (as shown), Tails and Knuckles. It's the perfect excuse to be daringly decorative, so prepare to stick 'em-up!

NiGHTS NEWS!

Calling all Saturn owners! Get ready to put those 32-bit machines through a tough workout with NiGHTS, Sega's breathtaking new adventure game. Guaranteed to keep you well awake, watch out for the full report next issue.

SONIC TEAM PRESENTS

NiGHTS into dreams...

SEGA

COMPILED BY ChartTrack © ELSPA

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	●	BRIAN LARA CRICKET '96
2	↑	FIFA SOCCER '96
3	↓	TOY STORY
4	NEW	OLYMPIC SUMMER GAMES
5	NEW	PETE SAMPRAS TENNIS '96
6	●	MICRO MACHINES 2
7	RE	PGA TOUR GOLF '96
8	↓	TAZ-MANIA: ESCAPE FROM MARS
9	↓	SONIC AND KNUCKLES
10	↓	MEGA BOMBERMAN

SATURN

1	↑	EURO '96
2	NEW	THE NEED FOR SPEED
3	↑	PANZER DRAGOON
4	↑	SEGA RALLY
5	↓	VIRTUA COP
6	↓	GUARDIAN HEROES
7	NEW	BAKU BAKU
8	↓	FIFA SOCCER '96
9	↓	VIRTUA FIGHTER 2
10	↓	STREET FIGHTER ALPHA

MEGA-CD

1	↑	BRUTAL: PAWS OF FURY
2	↑	B.C. RACERS
3	↓	REBEL ASSAULT
4	↓	SOULSTAR
5	RE	BATMAN RETURNS
6	↓	ETERNAL CHAMPIONS
7	↑	THUNDERHAWK
8	↓	WORLD CUP USA '94
9	↓	TOMCAT ALLEY
10	↓	EARTHWORM JIM

GAME GEAR

1	↑	THE LION KING
2	↑	COLUMNS
3	↑	SONIC THE HEDGEHOG
4	↓	SONIC THE HEDGEHOG 2
5	↑	SONIC CHAOS
6	RE	COSMIC SPACEHEAD
7	RE	MORTAL KOMBAT 3
8	↓	STAR TREK: GENERATIONS
9	RE	POWER RANGERS: THE MOVIE
10	RE	SONIC DRIFT RACING

- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Nigel Kitching
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

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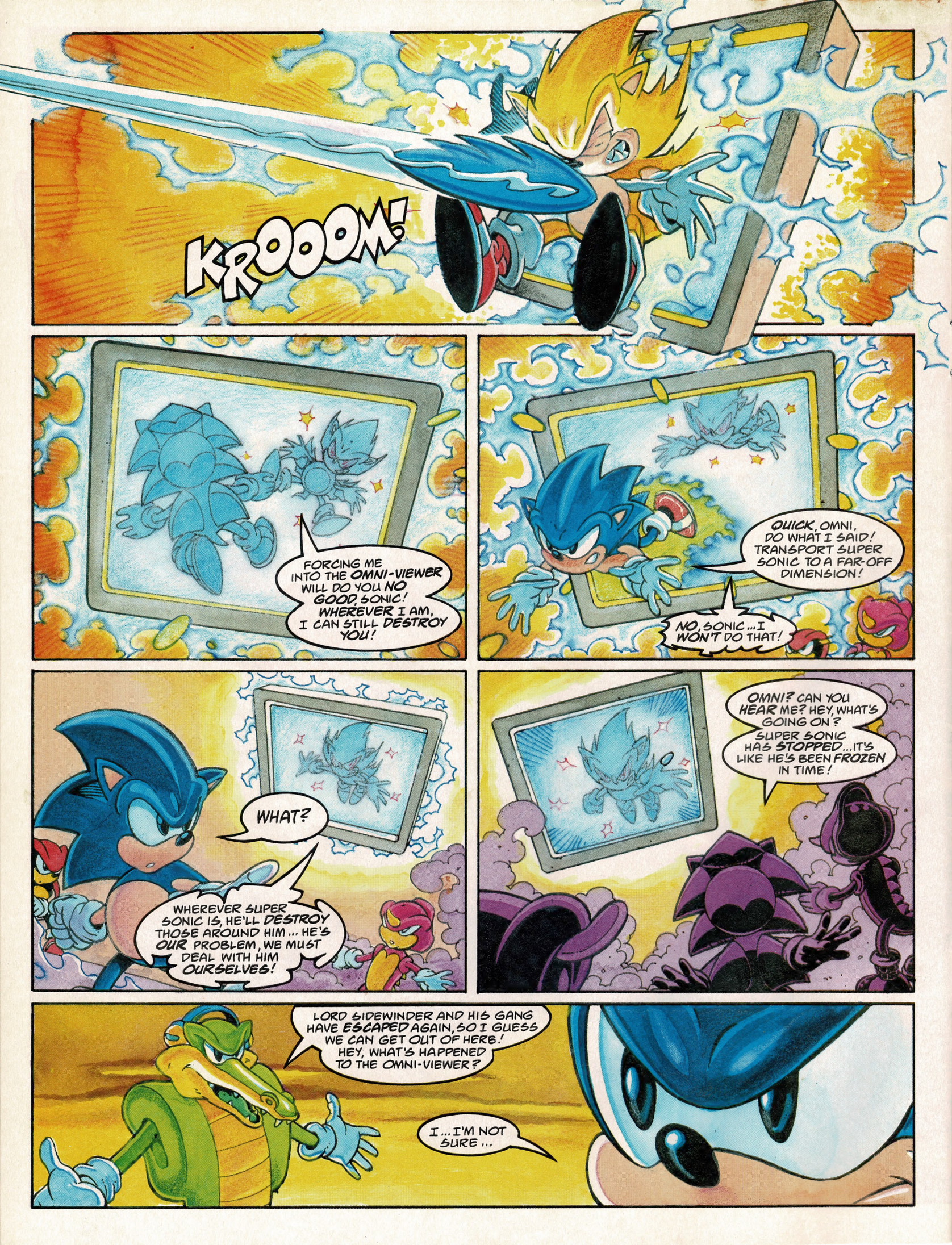
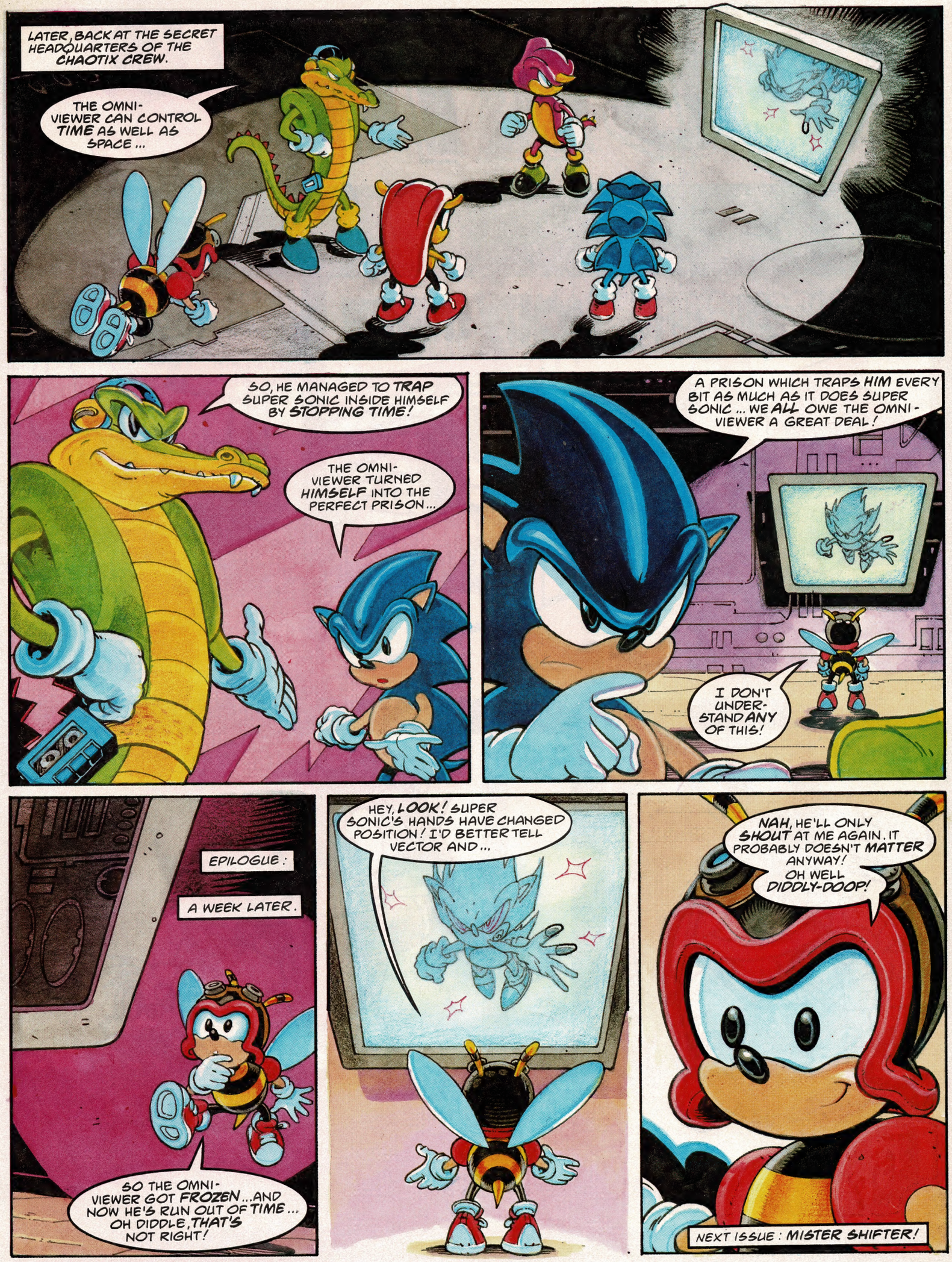
IN THE PARALLEL DIMENSION OF THE SPECIAL ZONE, SONIC AND SUPER SONIC FINALLY MEET.
AS LONG AS YOU LIVE, SONIC, THERE'S THE DANGER THAT I MIGHT BECOME PART OF YOU AGAIN. AND SO YOU MUST DIE!
FAZJAMM!
WHA?...
CHAOTIX! I NEVER THOUGHT I'D BE GLAD TO SEE THOSE CLOWNS!
SO, THE POLICE REPORTS YOU MONITORED WERE RIGHT, OMNI, SONIC DID LEAVE THE POLICE STATION WITH LORD SIDEWINDER!
SONIC THE HEDGEHOG
Heroes & Villains
Part 3
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE
THIS IS NONE OF YOUR CONCERN, VECTOR!

HOWEVER THIS OPPORTUNITY IS TOO GOOD TO WASTE! ATTACK! DESTROY CHAOTIX ONCE AND FOR ALL!
IT'LL BE A PLEASURE, LORD SIDE-WINDER!
OMNI-VIEWER, LISTEN, I HAVE AN IDEA...
I'M GONNA GET YOU GOOD, LIGHTMARE! YESIREE-DIDDLY-DO-DAD!
I THINK NOT, BOTHER-SOME INSECT! I'LL JUST OPEN THE BOX OF NIGHTMARES...
RELIVE YOUR WORST NIGHTMARE, CHARMY...
INSECT SPRAY
YAAAA! OH CRIMINY... OH NOT THAT... NOOOO!
WHUMP!
WHOOOF!
YOU MAY BE BIG, MR FRY... BUT NOBODY IS STRONGER THAN MIGHTY!

YOU CANNOT DODGE ME FOREVER, SONIC ... ONE MISTAKE AND YOU'RE DOOMED!
OH SHUT UP!
READY?
WHEN YOU ARE, SONIC!
DUH! I'LL GET YUH SOON, ESPIO! ONE SPLASH OF DIS TOXIC WASTE AN' YER'LL BE POISONED REAL GOOD!
BIO-HAZARD, YOU HAVE TO BE THE MOST DISGUSTING VILLAIN IN THE BUSINESS!
SPLERT!
I'LL BE NEEDING ANOTHER SWIG OF POTION TO TACKLE YOU, MATEY!
NO AMOUNT OF POTION WILL MAKE YOU STRONG ENOUGH TO BEAT ME, FRY!
WE'LL SEE ABOUT THAT!
WHAM!
AGGH! I SUPPOSE I COULD BE WRONG!

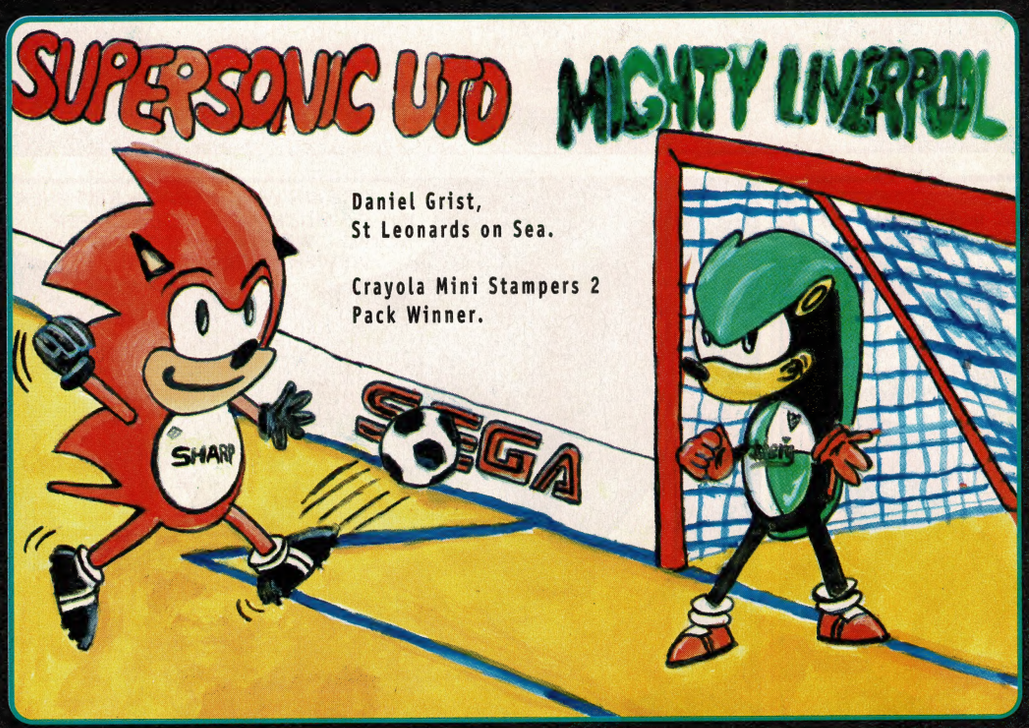
NOW OMNI, NOW!


KROOOM!
FORCING ME INTO THE OMNI-VIEWER WILL DO YOU NO GOOD, SONIC! WHEREVER I AM, I CAN STILL DESTROY YOU!
QUICK, OMNI, DO WHAT I SAID! TRANSPORT SUPER SONIC TO A FAR-OFF DIMENSION!
NO, SONIC ... I WON'T DO THAT!
WHAT?
WHEREVER SUPER SONIC IS, HE'LL DESTROY THOSE AROUND HIM ... HE'S OUR PROBLEM, WE MUST DEAL WITH HIM OURSELVES!
OMNI? CAN YOU HEAR ME? HEY, WHAT'S GOING ON? SUPER SONIC HAS STOPPED ... IT'S LIKE HE'S BEEN FROZEN IN TIME!
LORD SIDEWINDER AND HIS GANG HAVE ESCAPED AGAIN, SO I GUESS WE CAN GET OUT OF HERE! HEY, WHAT'S HAPPENED TO THE OMNI-VIEWER?
I ... I'M NOT SURE ...


LATER, BACK AT THE SECRET HEADQUARTERS OF THE CHAOTIX CREW.
THE OMNI-VIEWER CAN CONTROL TIME AS WELL AS SPACE...
SO, HE MANAGED TO TRAP SUPER SONIC INSIDE HIMSELF BY STOPPING TIME!
THE OMNI-VIEWER TURNED HIMSELF INTO THE PERFECT PRISON...
A PRISON WHICH TRAPS HIM EVERY BIT AS MUCH AS IT DOES SUPER SONIC... WE ALL OWE THE OMNI-VIEWER A GREAT DEAL!
I DON'T UNDER-STAND ANY OF THIS!
EPILOGUE:
A WEEK LATER.
SO THE OMNI-VIEWER GOT FROZEN...AND NOW HE'S RUN OUT OF TIME... OH DIDDLE, THAT'S NOT RIGHT!
HEY, LOOK! SUPER SONIC'S HANDS HAVE CHANGED POSITION! I'D BETTER TELL VECTOR AND...
NAH, HE'LL ONLY SHOUT AT ME AGAIN. IT PROBABLY DOESN'T MATTER ANYWAY! OH WELL DIDDLY-DOOP!
NEXT ISSUE: MISTER SHIFTER!

KICKIN' ZONE

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN *STC* WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.



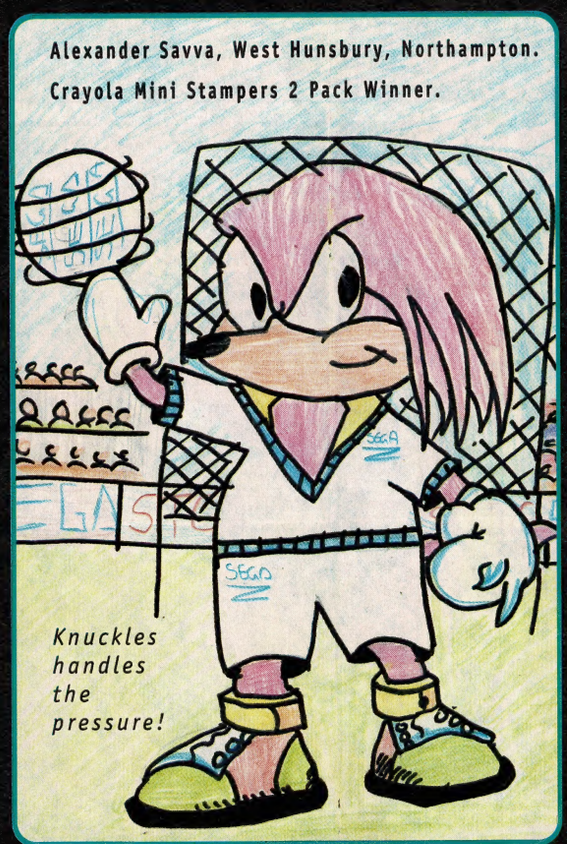
Daniel Grist,
St Leonards on Sea.

Crayola Mini Stampers 2
Pack Winner.

Alec Brady,
Atherton,
Manchester.

Crayola Mini
Stampers 2
Pack Winner.

Sonic - heads above!



Alexander Savva, West Hunsbury, Northampton.

Crayola Mini Stampers 2 Pack Winner.

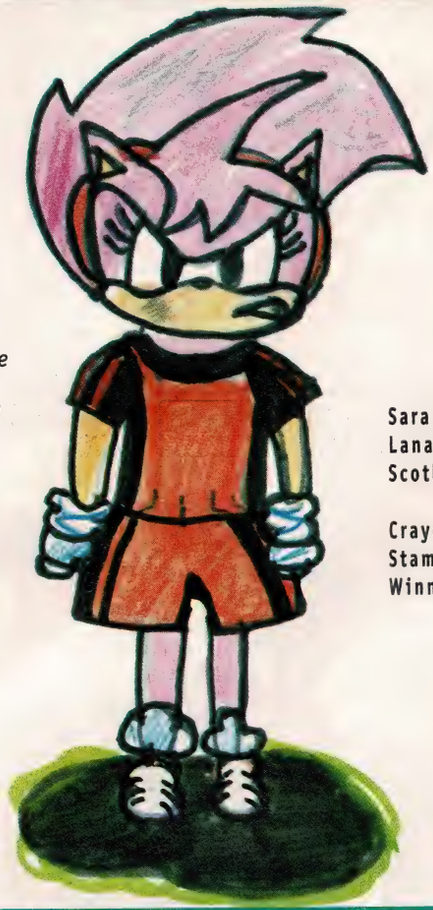
Knuckles handles the pressure!

Sonic won, Tails nil!

James Roden,
Torquay, Devon.

Crayola Mini
Stampers 2 Pack
Winner.

Moving with the times! Could Amy really be the first female professional player?



Sara Adamson,
Lanarkshire,
Scotland.

Crayola Mini
Stampers 2 Pack
Winner.

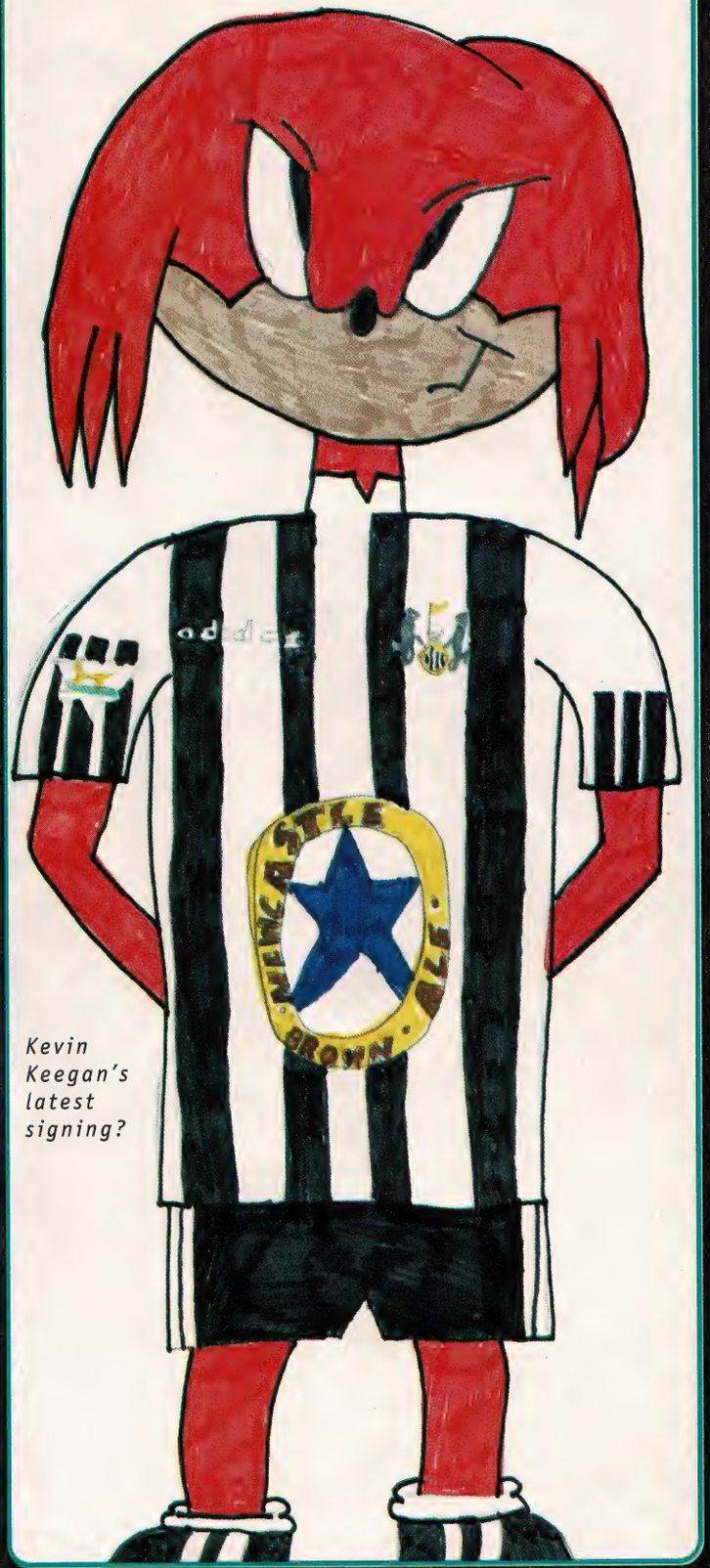
Doctor Robotnik gets the yellow card for his choice of kit!

Christopher Box,
Henleaze, Bristol.

Crayola Mini
Stampers 2 Pack
Winner.

Danny Balogun, Mitcham, Surrey.

Crayola Mini Stampers 2 Pack Winner.



Kevin Keegan's latest signing?

To help get your handywork selected in future Graphic Zones, please take note of the following tips:

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the comic - come up with your own ideas.

* Include your name and address, preferably written in capital letters on the back of the page.

* Send artwork to:
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25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

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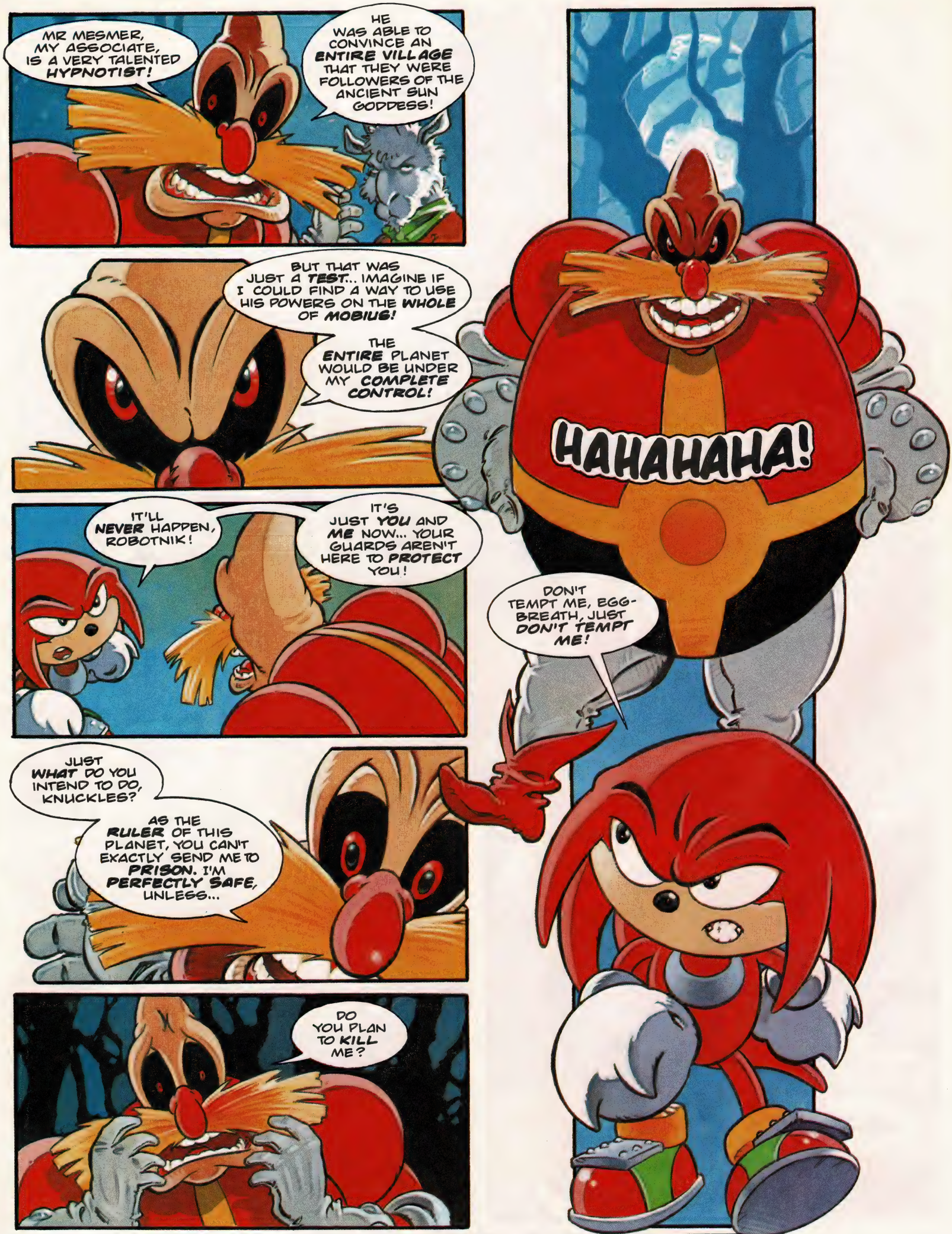
KNUCKLES™
VILLAGE OF THE DAMNED
Part 3
Script: NIGEL KITCHING
Art: NIGEL DOBBYN
Lettering: ELITTA FELL
KNUCKLES THE ECHIDNA IS UP TO HIS NECK IN IT AGAIN...
FWOOSH!
STOP! YOU MUST BE MAD! YOU CAN'T DO THIS!
ACCEPT THIS OUR SACRIFICE, O MOON GODDESS!
IN RETURN WE ASK YOU TO MAKE OUR CROPS BOUNTIFUL SO THAT WE MAY SERVE YOU ALL THE BETTER.
LISTEN! I SAVED YOU FROM BEING SACRIFICED AND THE NEXT THING YOU DO IS TURN ME IN! WHY?
I...I...
SPEAK! THERE'S NO NEED TO FEAR HIM!
THE LEGENDS FORETOLD THAT THE RED ONE SHALL DIE AT OUR HANDS. IF YOU DO NOT DIE, THEN MY BROTHERS WILL SACRIFICE ME!

I SEE... BETTER ME THAN YOU, EH?
I DON'T UNDERSTAND WHY MESMER HOLDS UP HIS STAFF WHEN HE SPEAKS TO THE VILLAGERS... I WONDER...
STRUGGLE ALL YOU LIKE, RED ONE, BUT YOU WON'T ESCAPE YOUR SACRIFICIAL CAGE!
I'M NOT TRYING TO BREAK THE BARS, MESMER.
I JUST WANT TO GET AWAY FROM THIS FIRE!
LOOK OUT!
I JUST HOPE THAT WHAT I SEE IN THE DISTANCE IS WHAT I THINK IT IS!
FOLLOW HIM! HE MUST NOT ESCAPE!
MUST NOT ESCAPE...

WHAT KEPT YOU?
NO! THE CAGE HAS SMASHED ON THE ROCKS!
CAREFUL... HIS HANDS ARE FREE!
HE CAN'T BEAT US ALL!
HOPEFULLY, I WON'T HAVE TO!
I SUSPECT THAT YOU'RE THE ONLY PERSON I NEED TO TAKE CARE OF, MESMER!
STOP HIM, STOP HIM!
I'LL TAKE THAT, IF YOU DON'T MIND!
ACTUALLY— I'LL TAKE IT EVEN IF YOU DO MIND!
LISTEN, EVERYBODY! YOU'VE ALL BEEN IN AN HYPNOTIC TRANCE, CAUSED BY THIS STAFF!
NOW I COMMAND YOU TO WAKE UP! WAKE UP AND BE YOUR TRUE SELVES!

WH...WHAT'S HAPPENING? HAVE I BEEN ASLEEP?
WE...WE WERE GOING TO SACRIFICE SOMEBODY!
YOU WERE UNDER MESMER'S CONTROL... IT WASN'T YOUR FAULT!
GO BACK TO YOUR HOMES, I'LL TAKE CARE OF THINGS HERE!
RIGHT, YOU! EXACTLY WHAT WERE YOU UP TO HERE?
PERHAPS YOU HAD BETTER ASK ME, KNUCKLES!
YOU? BUT YOU'RE THE LANDLORD OF THE LOCAL TAVERN!
OH, BUT I'M MUCH MORE THAN THAT!
DOCTOR ROBOTNIK!
I BELIEVE YOU WERE ASKING WHAT WAS GOING ON HERE... ALLOW ME TO EXPLAIN...


MR MESMER, MY ASSOCIATE, IS A VERY TALENTED HYPNOTIST!
HE WAS ABLE TO CONVINCE AN ENTIRE VILLAGE THAT THEY WERE FOLLOWERS OF THE ANCIENT SUN GODDESS!
BUT THAT WAS JUST A TEST... IMAGINE IF I COULD FIND A WAY TO USE HIS POWERS ON THE WHOLE OF MOBIUS!
THE ENTIRE PLANET WOULD BE UNDER MY COMPLETE CONTROL!
HAHAHAHA!
IT'LL NEVER HAPPEN, ROBOTNIK!
IT'S JUST YOU AND ME NOW... YOUR GUARDS AREN'T HERE TO PROTECT YOU!
DON'T TEMPT ME, EGG-BREATH, JUST DON'T TEMPT ME!
JUST WHAT DO YOU INTEND TO DO, KNUCKLES?
AS THE RULER OF THIS PLANET, YOU CAN'T EXACTLY SEND ME TO PRISON. I'M PERFECTLY SAFE, UNLESS...
DO YOU PLAN TO KILL ME?

NEXT ISSUE: THE GOOD, THE BAD AND THE ECHIDNA!

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Closing date for entries: 30.9.96.

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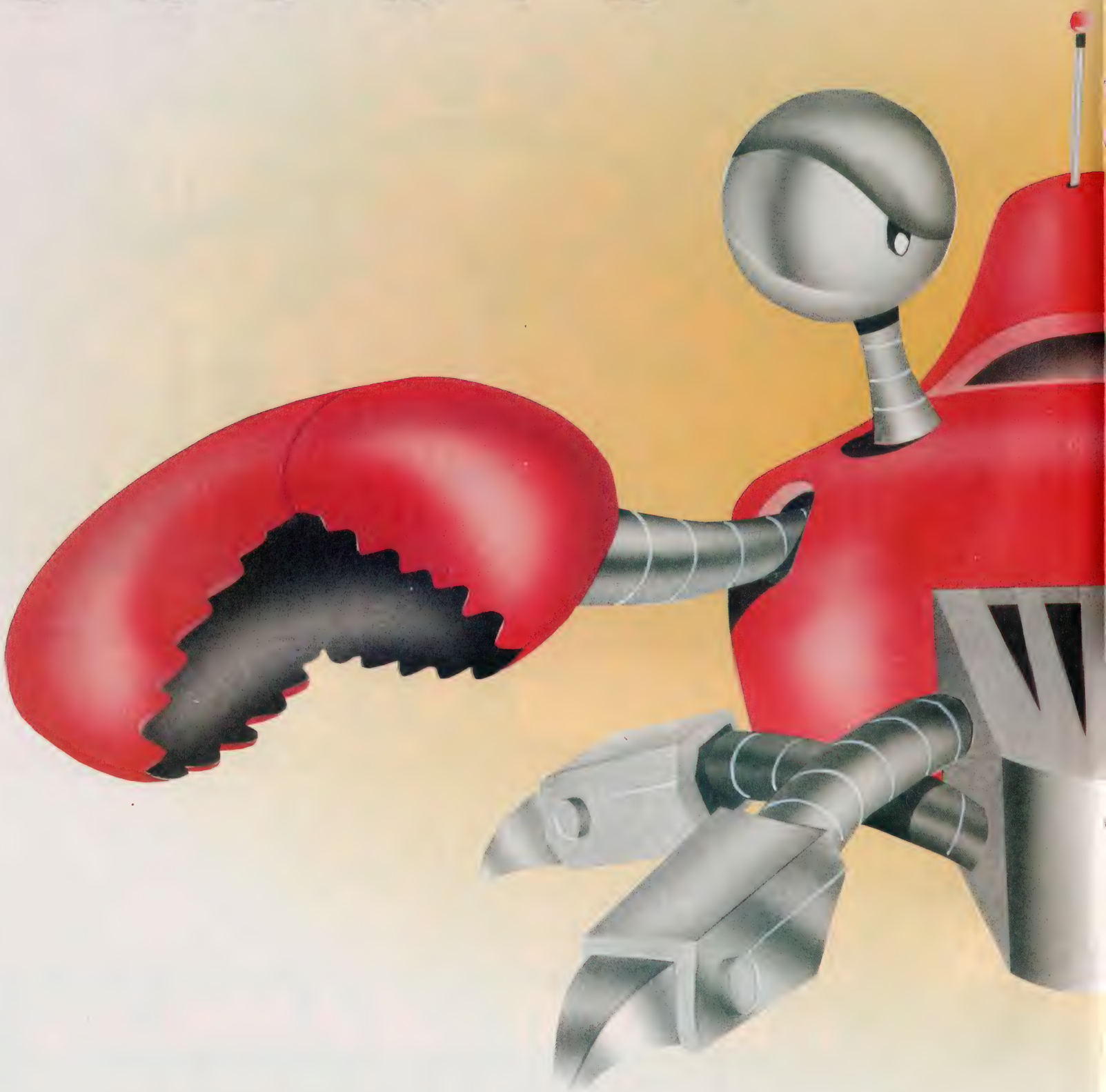
Terms and Conditions

All entries must be accompanied by your name, address, date of birth and a parent or guardian's signature. All entries must be received by 30th September 1996. Send all entries to Skittles® Promotion, PO Box 12031 London SW6 3ZL. No responsibility can be accepted for entries lost, delayed or damaged in the post. Proof of posting is not proof of delivery. To obtain list of winners write to the same address after 20th November 1996. Copyright and ownership of all entries will belong to the promoters. Unfortunately, entries cannot be returned. Winning entries will be featured in a selection of children's magazines. There are 1006 prizes, each consists of a 35mm camera (including film) and packs of Skittles®. No alternatives or further prizes will be offered. Prizes will be awarded to entrants who for their age, in the judge's opinion, have entered the funniest and most original story. The judges decision is final and no correspondence will be entered into. The Prize Winners will be notified and sent their prize by 11th November 1996, by post. The competition is open to all UK residents except employees and their families of Mars UK Limited, their agents and anyone connected with the competition. Promoter: Mars UK Limited, Dundee Road, Slough, SL1 4DX. (Entries to be sent to promotion address only.)
All information collected will be stored on our data base for marketing purposes only.

CRABMEAT

BADNIK!



STC
PIN-UP!
ART: FERRAN RODRIGUEZ

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MAD DICTATOR DOCTOR ROBOTNIK STILL HAS PLANS TO SABOTAGE COPIES OF *STC!*

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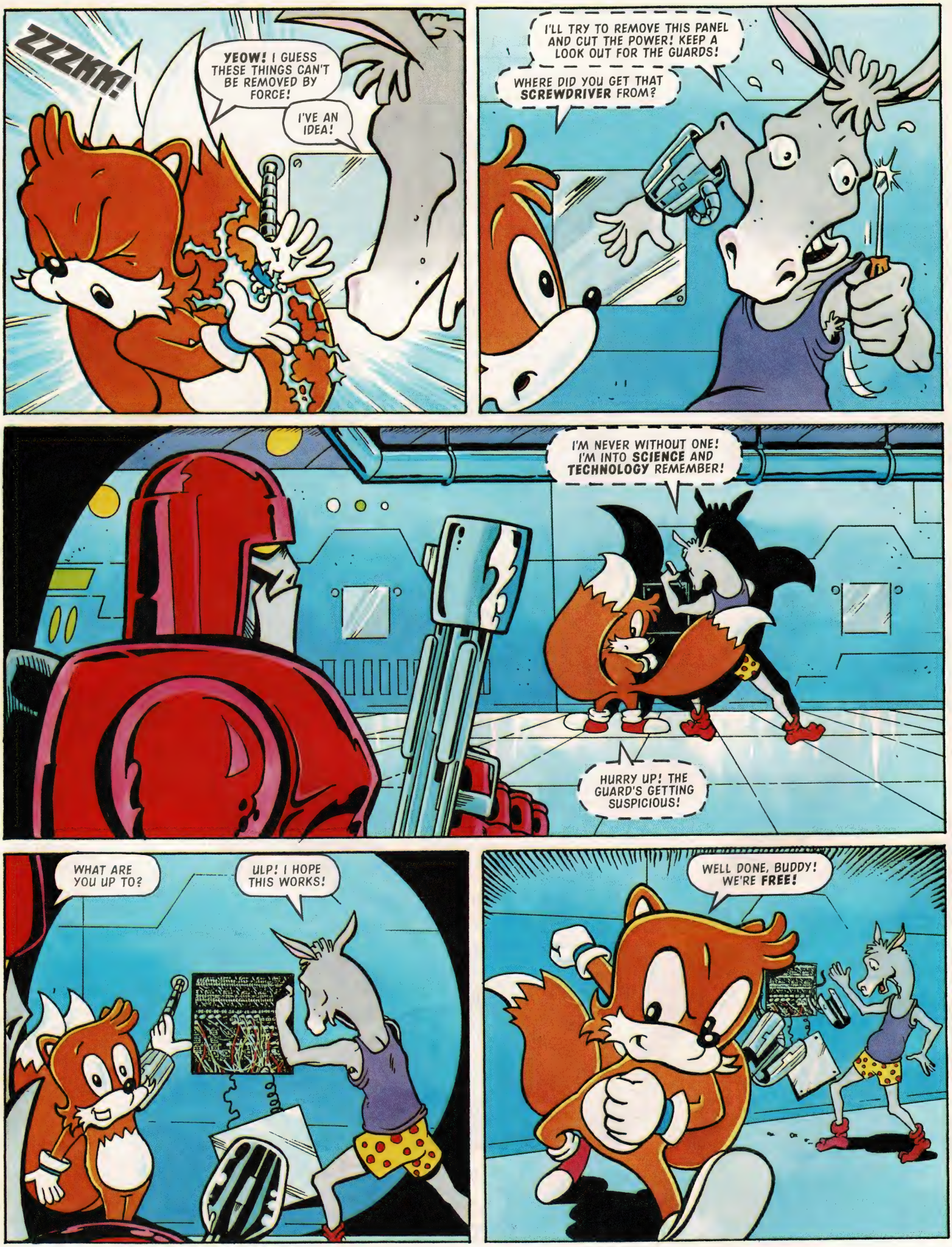
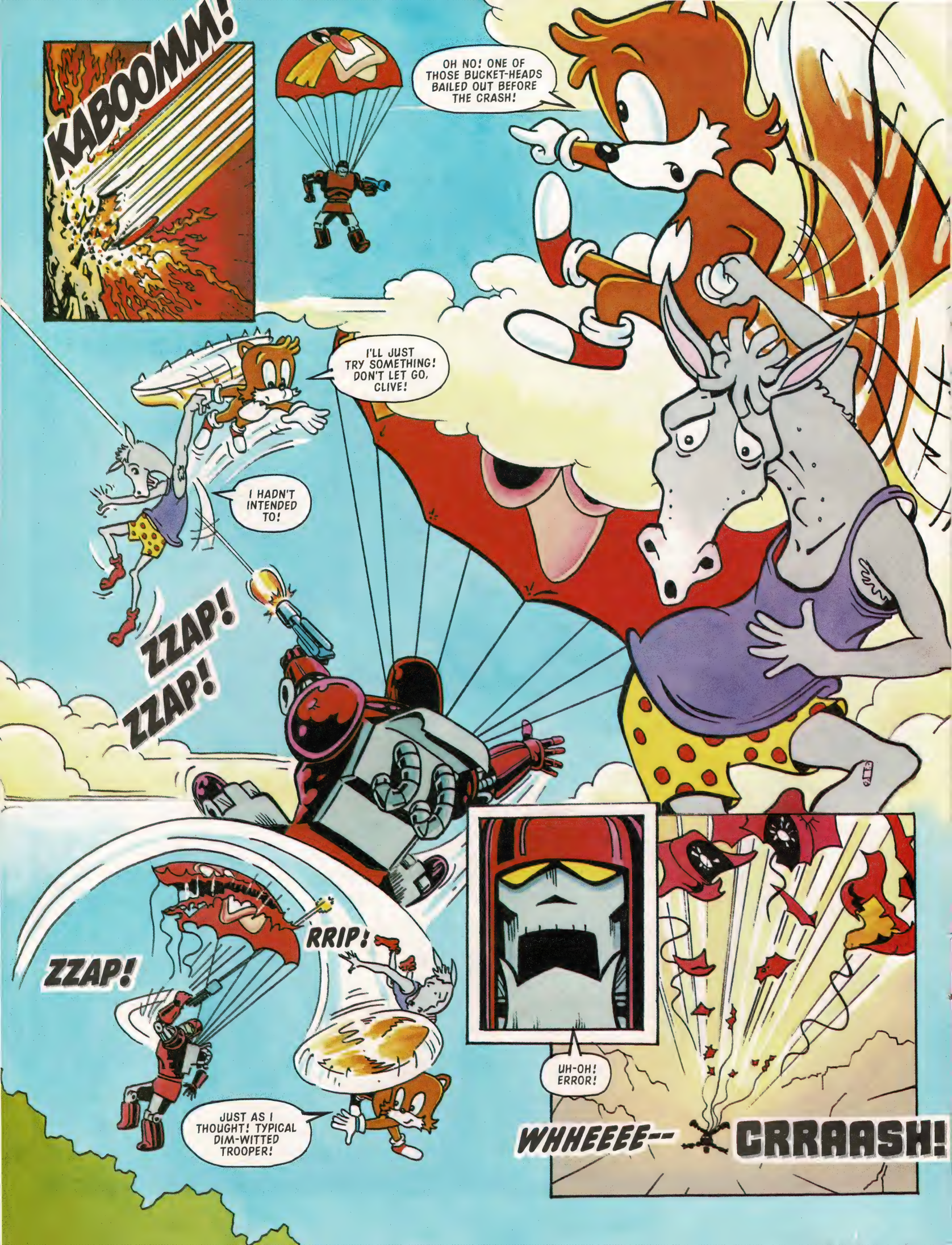
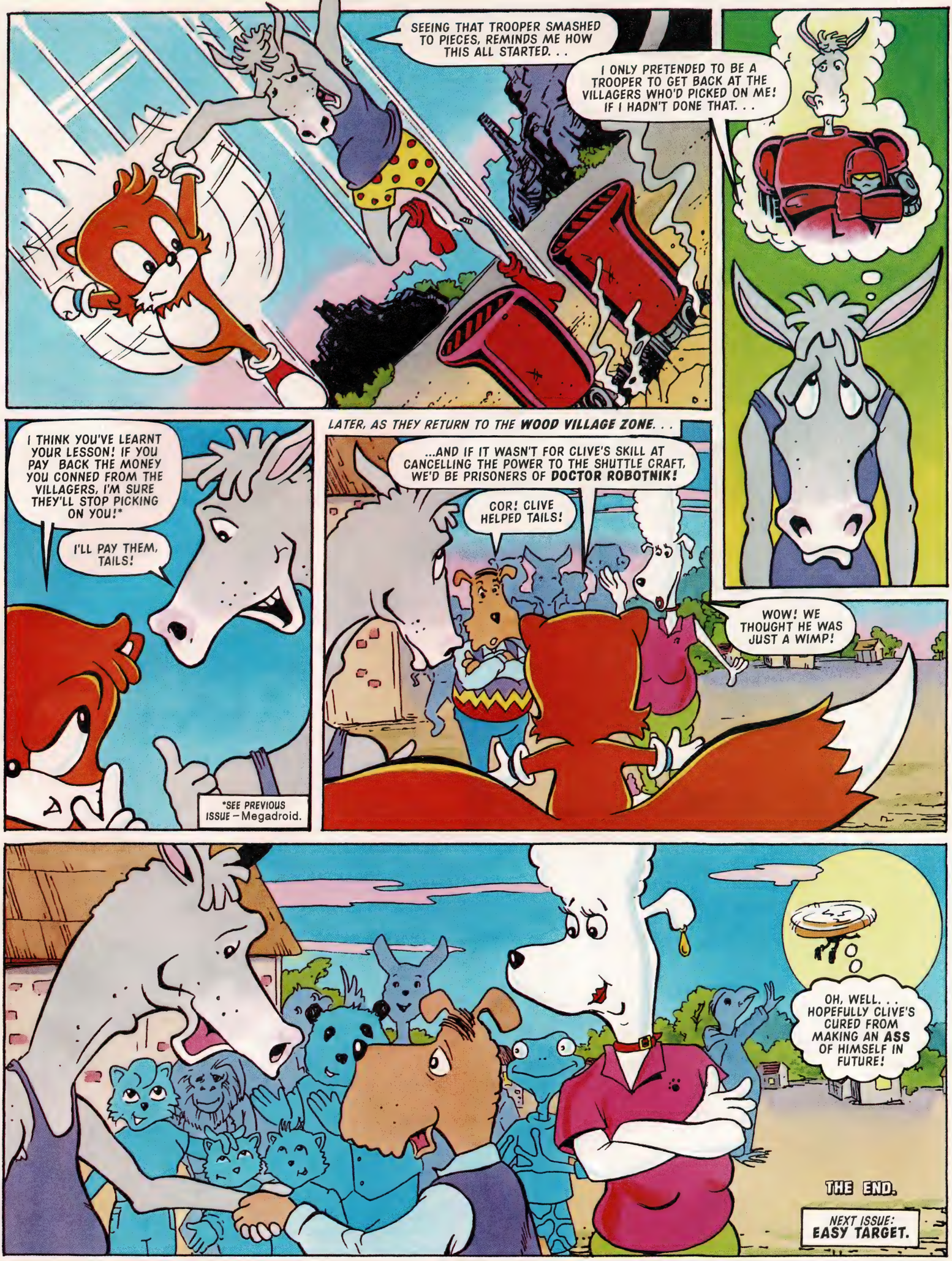
TAILS AND CLIVE THE DONKEY, A RESIDENT OF THE WOOD VILLAGE ZONE, HAVE BEEN CAPTURED BY ROBOTNIK'S TROOPERS. . .
WHY DO YOU DUDES HAVE TO BE SO IMPOLITE?
YOU'RE NOW OUR PRISONERS! MOVE!
THIS IS ALL MY FAULT, TAILS. I GOT US INTO THIS MESS!
DON'T WORRY, CLIVE! THERE'S ALWAYS SOME WAY TO GET OUT OF SITUATIONS LIKE THIS!
TAILS Trooper Trouble
Part 2
ERM. . .ALTHOUGH THESE ELECTRONIC CUFFS MIGHT MAKE ESCAPE A LITTLE MORE DIFFICULT THAN I EXPECTED!
BZZZ-KLIK
ESCAPE IS IMPOSSIBLE, OUTLAW!
Script: LEW STRINGER Art: CARL FLINT
Colouring: GINA HART Lettering: TOM FRAME
I'LL FIND A WAY OUT, CLIVE! I'M ALWAYS BEING CAPTURED!
THAT DOESN'T EXACTLY INSPIRE ME WITH CONFIDENCE, TAILS!


ZZZKK!
YEOW! I GUESS THESE THINGS CAN'T BE REMOVED BY FORCE!
I'VE AN IDEA!
I'LL TRY TO REMOVE THIS PANEL AND CUT THE POWER! KEEP A LOOK OUT FOR THE GUARDS!
WHERE DID YOU GET THAT SCREWDRIVER FROM?
I'M NEVER WITHOUT ONE! I'M INTO SCIENCE AND TECHNOLOGY REMEMBER!
HURRY UP! THE GUARD'S GETTING SUSPICIOUS!
WHAT ARE YOU UP TO?
ULP! I HOPE THIS WORKS!
WELL DONE, BUDDY! WE'RE FREE!

YIKE! WHAT'S HAPPENING?
I'D SAY YOU DIDN'T JUST CUT THE POWER TO THE CUFFS, CLIVE!
YOU'VE CUT THE POWER TO THE WHOLE SHUTTLE CRAFT! WE'RE GOING TO CRASH!
ULP! I DIDN'T EVEN KNOW WE'D TAKEN OFF!
HANG ON! THIS IS OUR STOP!
ALL POWER HAS FAILED!
EJECT! EJECT!
HOLD TIGHT, CLIVE!


KABOOMM!
OH NO! ONE OF THOSE BUCKET-HEADS BAILED OUT BEFORE THE CRASH!
I'LL JUST TRY SOMETHING! DON'T LET GO, CLIVE!
I HADN'T INTENDED TO!
ZZAP!
ZZAP!
ZZAP!
RRIP!
JUST AS I THOUGHT! TYPICAL DIM-WITTED TROOPER!
UH-OH! ERROR!
WHHEEEE--
CRRAASH!

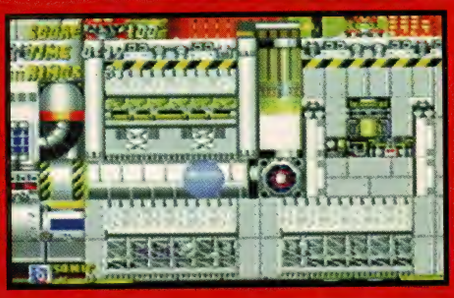

SEEING THAT TROOPER SMASHED TO PIECES, REMINDS ME HOW THIS ALL STARTED. . .
I ONLY PRETENDED TO BE A TROOPER TO GET BACK AT THE VILLAGERS WHO'D PICKED ON ME! IF I HADN'T DONE THAT. . .
I THINK YOU'VE LEARNT YOUR LESSON! IF YOU PAY BACK THE MONEY YOU CONNED FROM THE VILLAGERS, I'M SURE THEY'LL STOP PICKING ON YOU!*
I'LL PAY THEM, TAILS!
*SEE PREVIOUS ISSUE – Megadroid.
LATER, AS THEY RETURN TO THE WOOD VILLAGE ZONE. . .
...AND IF IT WASN'T FOR CLIVE'S SKILL AT CANCELLING THE POWER TO THE SHUTTLE CRAFT, WE'D BE PRISONERS OF DOCTOR ROBOTNIK!
COR! CLIVE HELPED TAILS!
WOW! WE THOUGHT HE WAS JUST A WIMP!
OH, WELL. . . HOPEFULLY CLIVE'S CURED FROM MAKING AN ASS OF HIMSELF IN FUTURE!
THE END.
NEXT ISSUE: EASY TARGET.

Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.



IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

SONIC THE HEDGEHOG 2 REVISITED-PART 1

MD MEGA DRIVE

So many Boomers are still demanding help on the classic Sonic games, that *STC* are re-revealing some oldies, but goodies...

LEVEL SELECT

Go to the options screen, listen to song 19, press **BUTTON C**, listen to song 65, **PRESS C**, listen to song 9, **PRESS C**, listen to song 17, then **PRESS C**. Next, hold **BUTTON A** and continuously press the **START** button to get a level select screen to appear.

AUTO SUPER SONIC

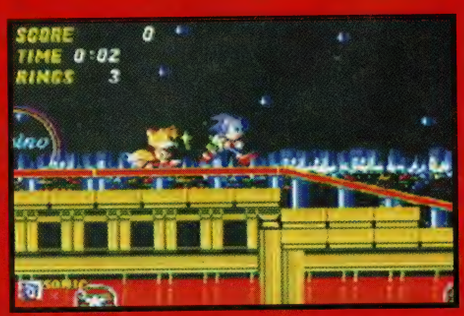
DO THE LEVEL SELECT FIRST, then on the level select screen, go to the sound select and listen to song 4, press **BUTTON B**, listen to song 1, press **BUTTON B**, listen to song 2, press **BUTTON B**, listen to song 6, press **BUTTON B** and then hold down **BUTTON A** and press **START**. Once you start the game, collect 50 rings and you will become Super Sonic.

MORE CONTINUES

First enable the level select. Then at the options screen, play these sounds in this order: 1, 1, 2, 4. Now move the highlight to the "Player Select" field of the options screen and press **START**.

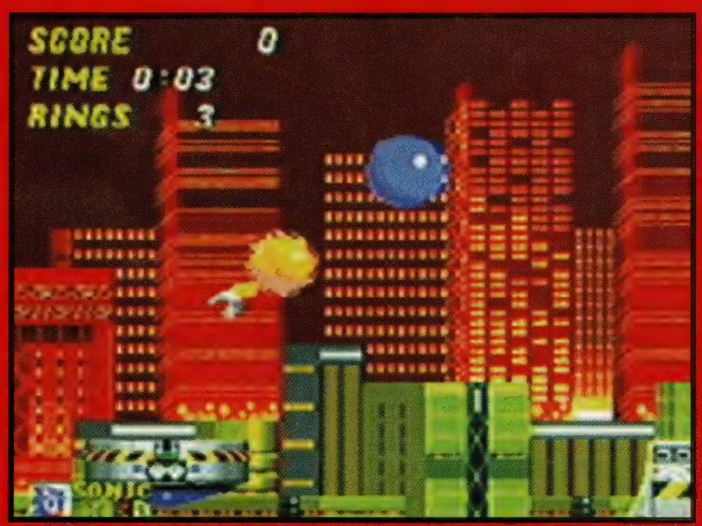
COLLECT ALL EMERALDS

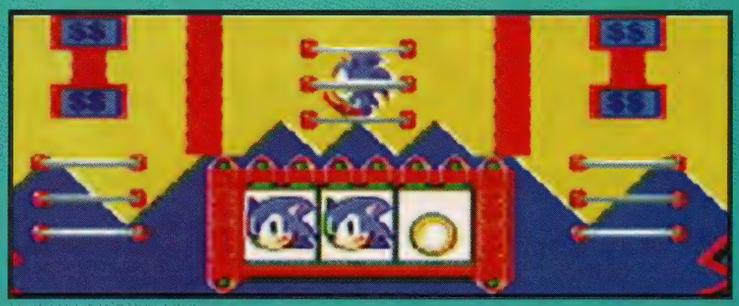
To collect all seven Chaos Emeralds in the first zone, go to the **OPTIONS** screen and select the mode you wish to play in (Sonic alone, Tails alone or both together), then press **START**. Collect 50+ rings and go to the first Star Post to get to the Special Stage where you collect the first emerald. When you return, press **RESET**. Go to the **OPTIONS** screen again, press **START**, collect 50+ rings and go the the **STAR POST**. You should find yourself in the second stage of the **SPECIAL ZONE**. Complete this and you will have two emeralds. Keep repeating this sequence until you have collected all seven emeralds.



CODES

Start with 99 lives	NN3TAACL
Each ring worth 80+ rings	SCRAB9XO
Each ring worth 25,000+ rings	SCRABCXO
Mega jump	BDLTAAGL
1 ring required to become Super Sonic	AGZTCACJ + ACZTCACA
10 rings required to become Super Sonic	BLZTCACJ + ACZTCACA
Infinite lives (player 1)	JW3ACA4J
Infinite lives (player 2)	JXGACA7G
Sonic stays invincible for longer after hit	982TCAFB
Once invincible stay invincible	ALTACA9J
1 ring required to enter Special Stage	AH2TCAH6
Each ring worth 5 in Special Stage (Sonic)	SBJAHYWJ
Each ring worth 5 in Special Stage (Tails)	SBJAHYWR
1 ring to become Super Sonic (2 parts)	AGZTCACJ + ACZTCACA
Super Sonic doesn't lose rings	K4ZTCA9N
Start with 50 lives (player 1)	GJ8AAAD2
Start with 50 lives (player 2)	GJBAAAD8





LEVEL SELECT

Jumping into the fruit machine is a bit of a gamble! Sometimes it pays off and sometimes it can be disastrous. However, to help you win loads of rings, start the wheels spinning, and as soon as the first reel stops, **PRESS C**. If you timed it to perfection, reels two and three will get the same symbol as reel one.

CASINO NIGHT ZONE - Defeat Doctor Robotnik

To kill the evil Doctor, start by hitting his ship from the sides, but make sure you avoid the electric pulses by running up the side of the wall and spinning into him. Next, jump onto the middle platform in the centre of the screen, then jump up and hit him several times and get back on the platform. Repeat this procedure and he'll be history!

DEATH EGG ZONE - To defeat the final boss

When Doctor Robotnik flies into the air, run to the extreme left. Wait until the target locks onto you and flashes very fast, then jump out of the way to the extreme left or right. When Robotnik lands he will bend his knees - immediately jump up and hit his nose. Next, run to the far right and keep crouched down until after he fires his arms (don't jump over his arms). Repeat this process and you will complete the game.

METROPOLIS ZONE - To defeat the boss

When you see Robotnik you'll notice there are spinning bubbles surrounding him. Time your attack so that you strike him when there are no bubbles to block your way. Then concentrate on attacking the craft because they explode in one impact. After several hits, you will have destroyed Robotnik (until the next level that is!).

The END

NEXT ISSUE: **Sonic the Hedgehog 2 MD Hints and Tips**, plus revelations on the Game Gear and Master System.

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

SLAM 'N' JAM '96

Reviewed by David Gibbon

SATURN

SATURN

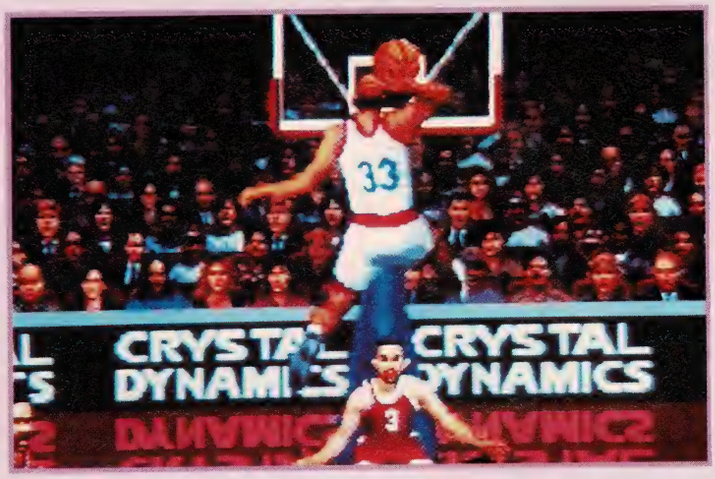
GAME TYPE: SPORT
PLAYERS: 1-4
PUBLISHER: BMG INTERACTIVE
PRICE: £39.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Some time ago, a machine called the Mega Drive had a basketball game released for it called *NBA Jam*. It became a huge success, selling over four million copies and it sparked off a number of inferior basketball games. The Saturn has also seen various basketball games, but none have been ground-breaking. Now, however, there's a new game in town and **Slam 'n' Jam '96** could win the *STC* coveted best basketball game crown.

Featuring five-on-five basketball, **Slam 'n' Jam '96** includes all the rules and play you'd expect from a basketball game, as well as two apparently well-known players called Magic Johnson and Kareen Abdul-Jabbar. Many of the moves are based around their type of game, such as no-look passes plus their individual signature skills.

The on-court action moves with cinematic realism and features some excellent graphics. Unusually, all of the players are big, each one taking up half the screen and all move with amazing speed and fluid animation. This makes the game more realistic and playable.

Instant replays, multiple camera angles and commentary from America's CNN commentator, Van Earl Wright, all add to the atmosphere. As does the



excellent soundtrack and crowd noises (the latter grows louder and more realistic each time a dunk or jam is performed).

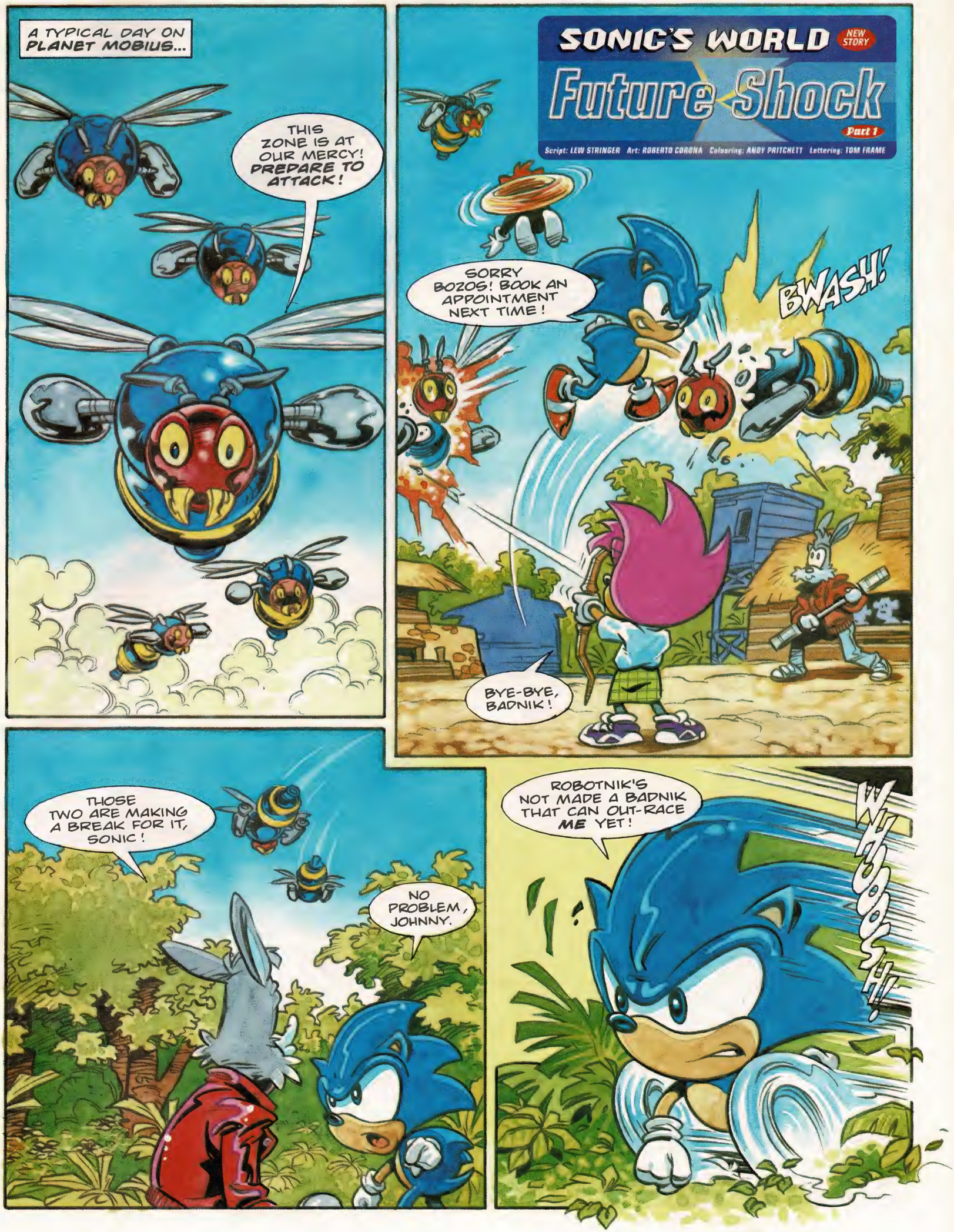
Considering the wealth of up-to-date statistics on each player and team, **Slam 'n' Jam '96** is up there with the best. It's an improvement over other Saturn basketball games and worth buying if you don't have a game of this type.

FINAL COUNTDOWN

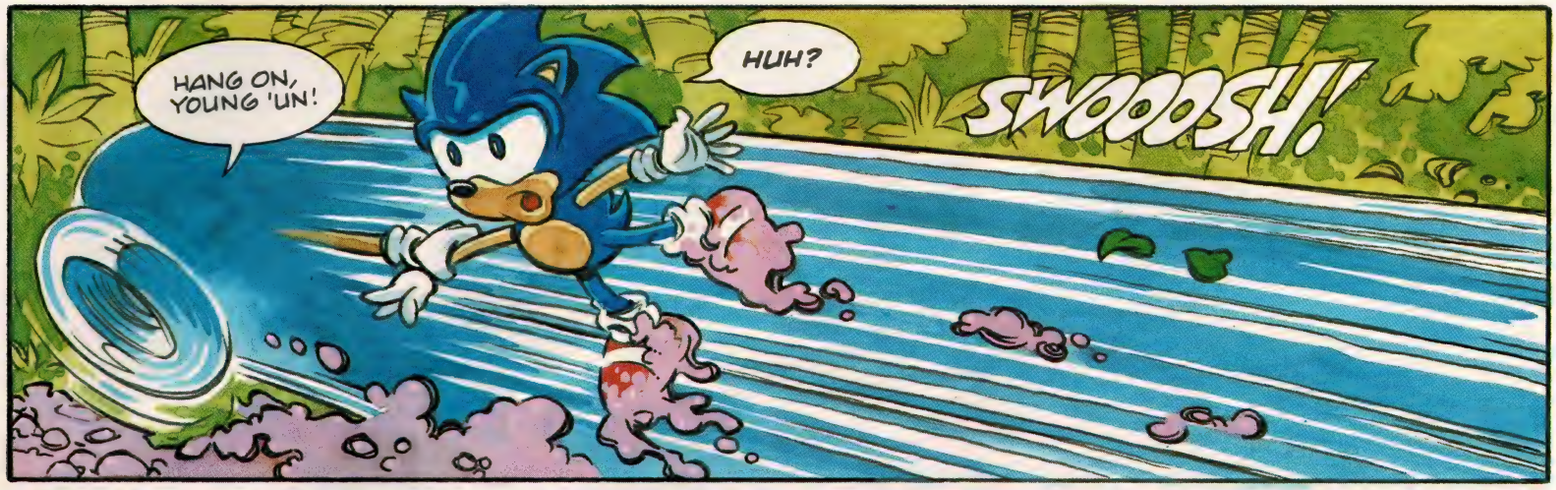
RAVES
Excellent graphics, great gameplay.

GRAVES
No vast improvement over other basketball games.

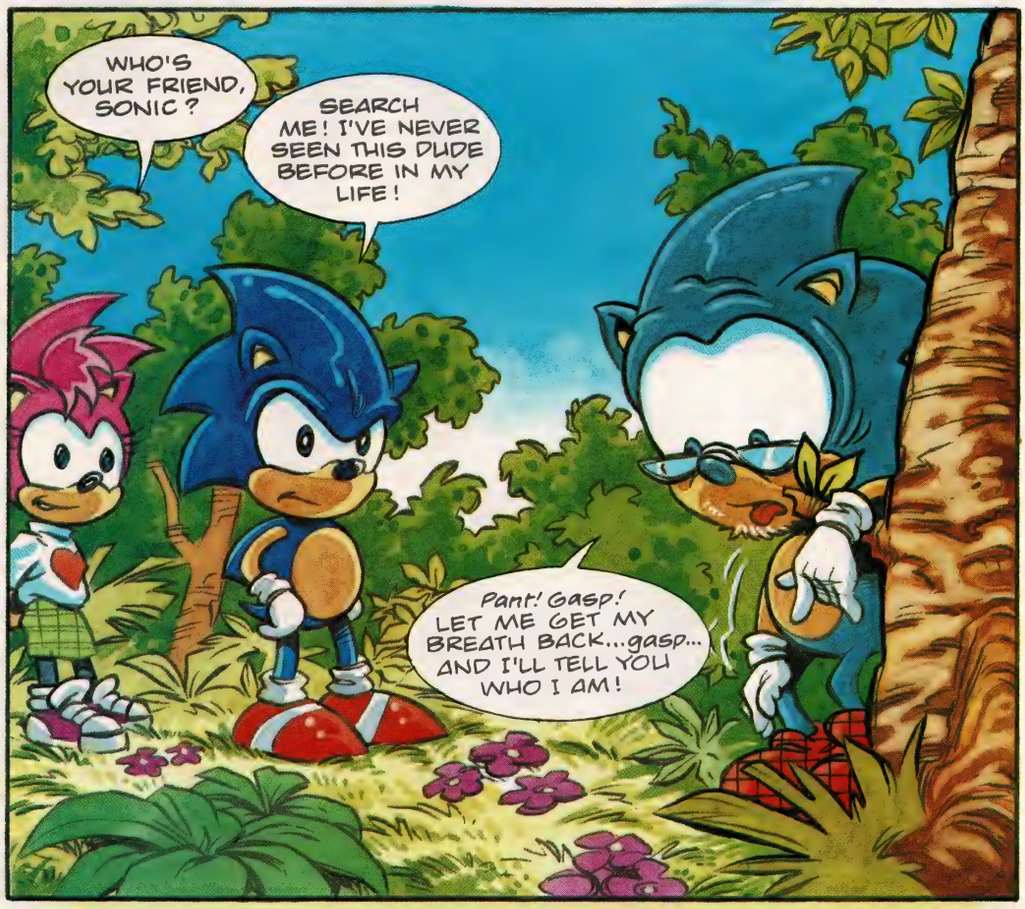
GRAPHICS 92
SOUND 87
PLAYABILITY 83
OVERALL 90


A TYPICAL DAY ON PLANET MOBIUS...
THIS ZONE IS AT OUR MERCY! PREPARE TO ATTACK!
SONIC'S WORLD
NEW STORY
Future Shock
Part 1
Script: LEW STRINGER Art: ROBERTO CORONA Colouring: ANDY PRITCHETT Lettering: TOM FRAME
SORRY BOZOS! BOOK AN APPOINTMENT NEXT TIME!
BWASH!
BYE-BYE, BADNIK!
THOSE TWO ARE MAKING A BREAK FOR IT, SONIC!
NO PROBLEM, JOHNNY.
ROBOTNIK'S NOT MADE A BADNIK THAT CAN OUT-RACE ME YET!
WHOOOSH!

SOME DAYS THIS IS JUST SO EASY!
ERRK!
SPLAK!
DOOSH!
AWK!
UH-OH! SPOKE TOO SOON... NOT A GOOD PLACE TO LAND!
OH NO! SONIC'S SINKING INTO THAT SWAMP!
ULP! I'LL SEE IF I CAN REACH HIM IN TIME!
YUKK!
SPLOSHH!
WHO...?
I ALWAYS WAS TOO QUICK FOR YOU, PIXEL-BRAIN! STAND ASIDE!
WHOOOSH!

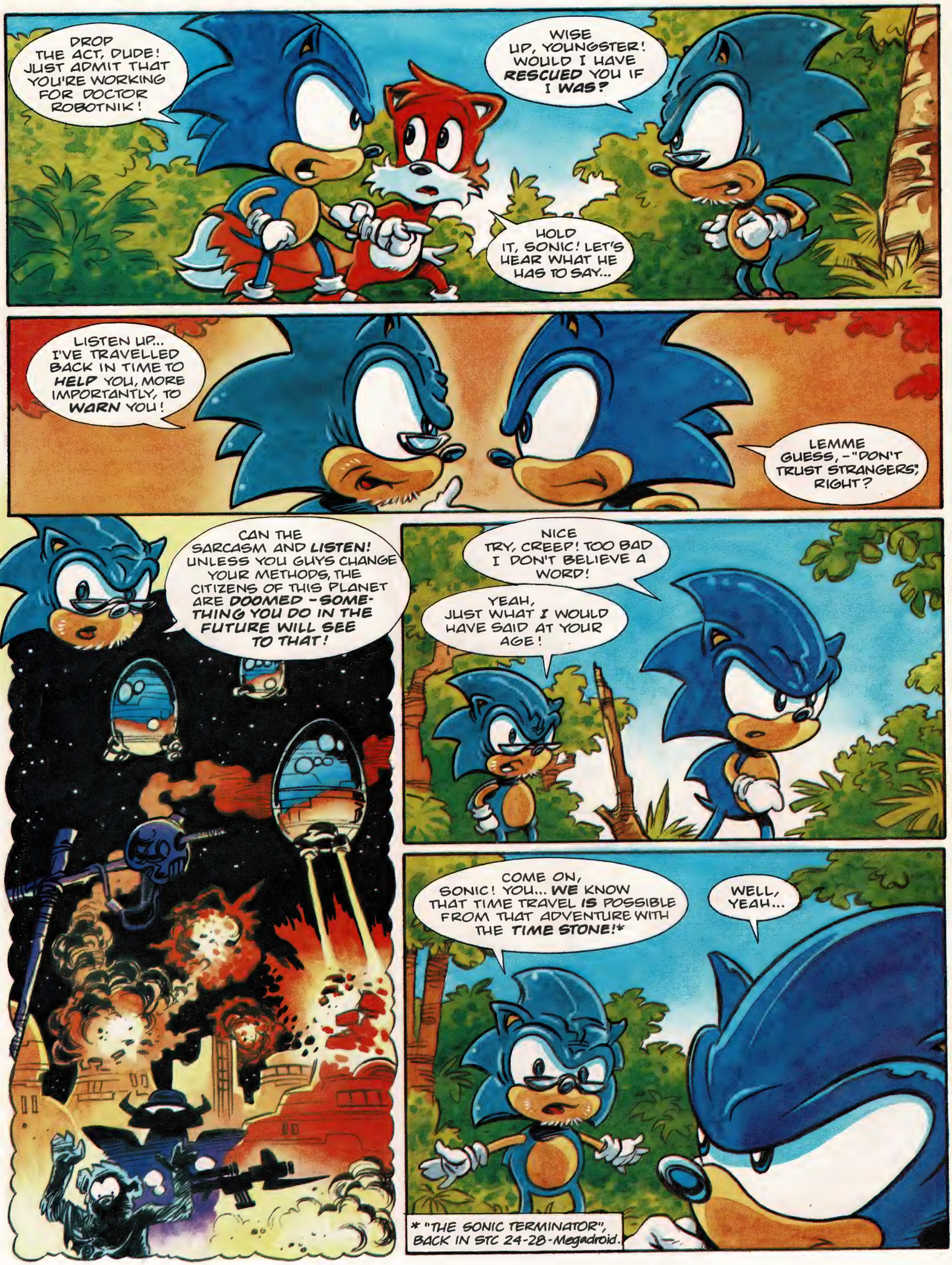

HANG ON, YOUNG 'UN!
HUH?
SWOOOSH!

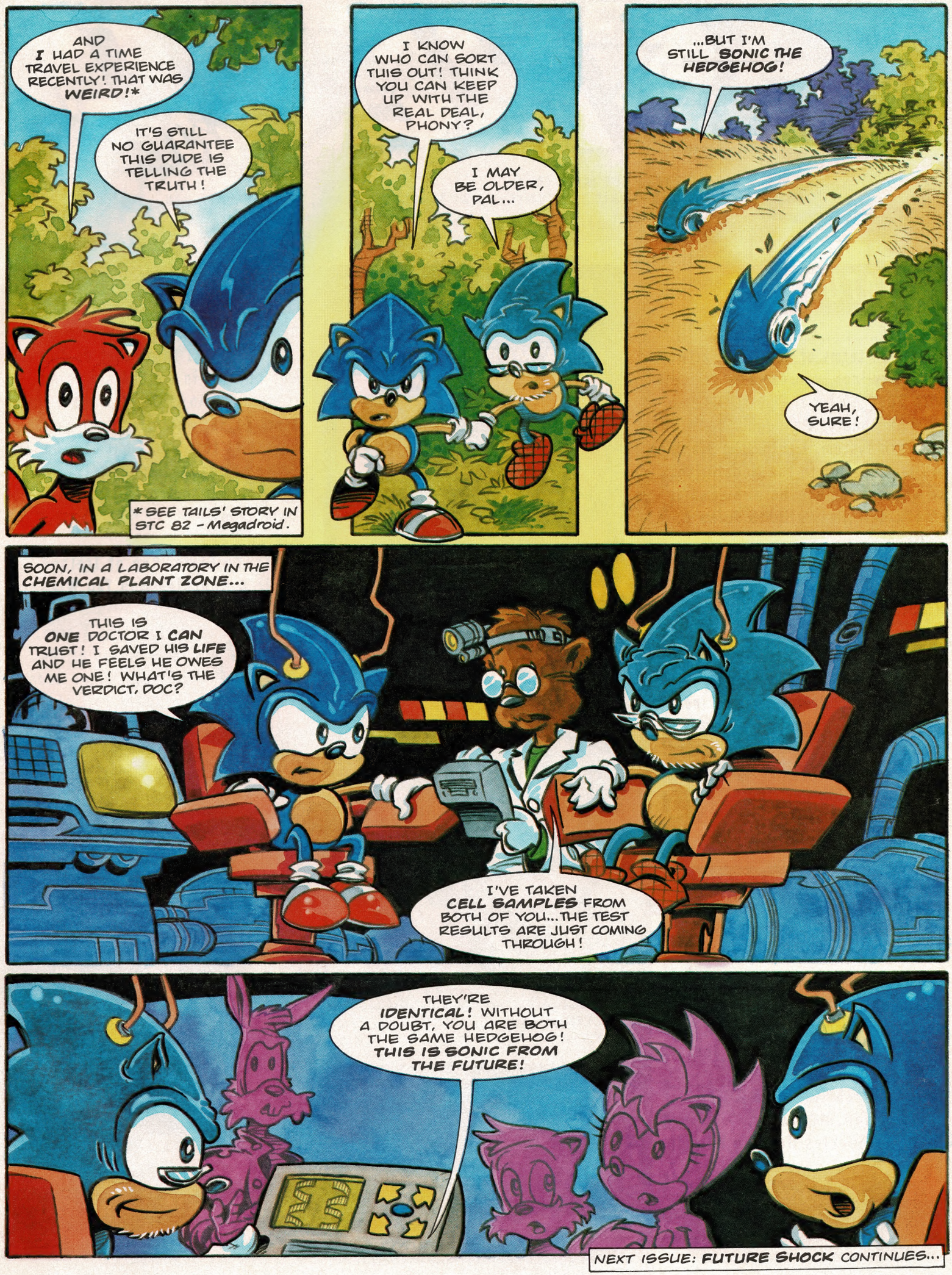
RELIEF! SONIC'S SAFE!
ER, YEAH, AMY! - BUT LOOK WHO RESCUED HIM...

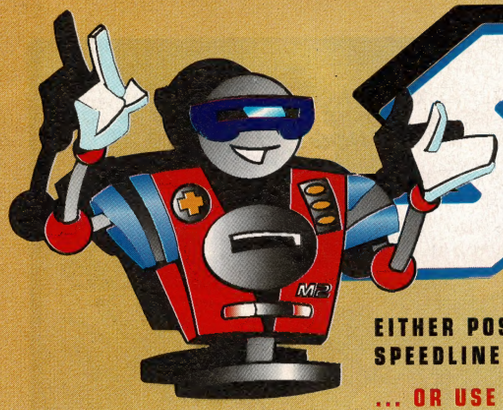

WHO'S YOUR FRIEND, SONIC?
SEARCH ME! I'VE NEVER SEEN THIS DUDE BEFORE IN MY LIFE!
Pant! Gasp! LET ME GET MY BREATH BACK...gasp... AND I'LL TELL YOU WHO I AM!

THAT'S BETTER... I'M NOT AS YOUNG AS I USED TO BE!
THIS IS HARD TO BELIEVE, GANG... BUT I'M SONIC... FROM FIFTY YEARS IN THE FUTURE!

EXCUSE ME, BUD!
IT CAN'T BE... CAN IT?
HE LOOKS LIKE HIM... SOUNDS LIKE HIM...
AND HE'S JUST AS SURE OF HIMSELF!


DROP THE ACT, DUDE! JUST ADMIT THAT YOU'RE WORKING FOR DOCTOR ROBOTNIK!
WISE UP, YOUNGSTER! WOULD I HAVE RESCUED YOU IF I WAS?
HOLD IT, SONIC! LET'S HEAR WHAT HE HAS TO SAY...
LISTEN UP... I'VE TRAVELLED BACK IN TIME TO HELP YOU, MORE IMPORTANTLY, TO WARN YOU!
LEMME GUESS, - "DON'T TRUST STRANGERS", RIGHT?
CAN THE SARCASM AND LISTEN! UNLESS YOU GUYS CHANGE YOUR METHODS, THE CITIZENS OF THIS PLANET ARE DOOMED - SOMETHING YOU DO IN THE FUTURE WILL SEE TO THAT!
NICE TRY, CREEP! TOO BAD I DON'T BELIEVE A WORD!
YEAH, JUST WHAT I WOULD HAVE SAID AT YOUR AGE!
COME ON, SONIC! YOU... WE KNOW THAT TIME TRAVEL IS POSSIBLE FROM THAT ADVENTURE WITH THE TIME STONE!*
WELL, YEAH...
* "THE SONIC TERMINATOR", BACK IN STC 24-28-Megadroid.


AND I HAD A TIME TRAVEL EXPERIENCE RECENTLY! THAT WAS WEIRD!*
IT'S STILL NO GUARANTEE THIS DUDE IS TELLING THE TRUTH!
*SEE TAILS' STORY IN STC 82 - Megadroid.
I KNOW WHO CAN SORT THIS OUT! THINK YOU CAN KEEP UP WITH THE REAL DEAL, PHONY?
I MAY BE OLDER, PAL...
...BUT I'M STILL SONIC THE HEDGEHOG!
YEAH, SURE!
SOON, IN A LABORATORY IN THE CHEMICAL PLANT ZONE...
THIS IS ONE DOCTOR I CAN TRUST! I SAVED HIS LIFE AND HE FEELS HE OWES ME ONE! WHAT'S THE VERDICT, DOC?
I'VE TAKEN CELL SAMPLES FROM BOTH OF YOU...THE TEST RESULTS ARE JUST COMING THROUGH!
THEY'RE IDENTICAL! WITHOUT A DOUBT, YOU ARE BOTH THE SAME HEDGEHOG! THIS IS SONIC FROM THE FUTURE!
NEXT ISSUE: FUTURE SHOCK CONTINUES...



SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

SATURN ERA!

Dear *STC*,

In terms of quality of artwork and storylines, you can now compete with *2000 AD* for the best UK comic - EVER! Secondly, although I don't own a Saturn system, I think the graphics are far superior to the Mega Drive, so why not include more reviews as this is definitely a move forward.

James Murray,
Lisburn, Co Antrim, N Ireland.
MD/MCD owner.
Sonic & Knuckles Hog Tag Winner.

STC upgrades its Review Zone to include some of the hottest Saturn games around. As for being the best comic in the UK, hey, there's no fooling you, James!

EAR-Y QUERY!

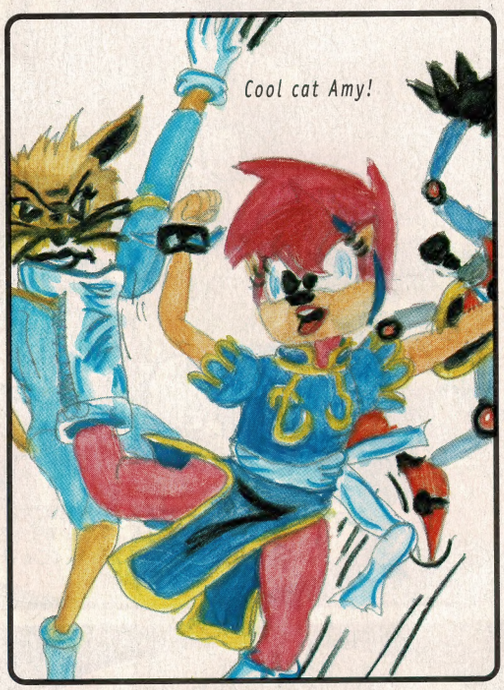
Dear Megadroid,

Even though I live in New Zealand I am an avid reader of *STC* thanks to a friend from England who sends me copies. However, there's one thing that puzzles me - does Knuckles have ears?

Rowan French, Tauranga,
New Zealand. MD owner.
Sonic & Knuckles Hog Tag Winner.

I tried to put your question to Knuckles, Rowan, but his reply was: "Pardon?"

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!



Sara Adamson, Bellshill, Scotland.
Sega Mega Hog Tag Winner.

Send your e-mail messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!

OVER PRICED OVER EIRE!

Dear Megadroid,

I think that us Boomers who buy *STC* in Ireland are being ripped off! An issue of *STC* over here costs £1.55, which includes only 32 pages! As this works out at 4.84375 pence per page, I suggest that you either lower the cost or give us more pages.

Kieran Dee,
Ennis, Co Clare, Rep of Ireland.
Sonic & Knuckles Hog Tag Winner.

Unfortunately, Kieran, it's a combination of the Irish punt, Value Added Tax, plus the cost of exporting the copies to Ireland which all add extra pennies to STC's price.

James Cole, Chingford, Essex.
Sega Mega Hog Tag Winner.

NEXT ISSUE

FREE STICKERS!

3 NEW STORIES

SONIC!
MISTER SHIFTER!

TAILS!
EASY TARGET!

KNUCKLES!
THE GOOD, THE BAD & THE ECHIDNA!

PLUS

SONIC'S WORLD
FURTHER FUTURE SHOCKS!

MORE SONIC 2!
Q ZONE REVISITED!

NEWS ZONE!
NiGHTS!

REVIEWS!
MEGA DRIVE - TIN TIN!
SATURN - SHINING WISDOM!

STC 87

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£1.20

DATA STRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE ☐ AGE ☐

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 86

☐ %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

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